

WHAT IS CLAIMED IS:

1. A video game system for playing interactive games using a controller and generating game images, including an animated three-dimensional player, for display during game play, the system comprising:

a console including a processor receiving game control signals from the controller, generating the animated three-dimensional player, and accessing a memory storing a game program, a still image editor program, wherein the editor program includes processor instructions for mapping an imported two-dimensional image onto the three-dimensional player prior to game play.

2. A video game system as in claim 1 wherein the imported two-dimensional image is an image of a face.

3. A video game system as in claim 1 further comprising a digital camera coupled to said processor system, and said digital camera captures the two-dimensional image.

4. A video game system as in claim 1 wherein the digital camera is included in a removable cartridge insertable into the console.

5. A video game system as in claim 1 wherein the processor comprises a microcontroller and a graphics processor.

6. A video game system as in claim 1 wherein the memory storing the game program and the video editor is included in a game cartridge insertable into the console.

7. A video game system as in claim 1 further comprising a player memory electrically coupled to said processor and storing data indicative of the two-dimensional image as painted on the three-dimensional player in the player memory.

8. A video game system as in claim 7 wherein the player memory is separable from the console.

9. A video game system as in claim 8 wherein the player memory is a removable player cartridge.

10. A video game system as in claim 9 wherein the player cartridge physically connects to the controller.

11. A video game system as in claim 10 wherein the controller is a hand controller separate from the console.

12. A video game system as in claim 1 wherein said hand controller comprises a first and second hand controller each having a player cartridge storing indicative of different two-dimensional images.

13. A video game system as in claim 1 further comprising a display coupled to said console and showing the three-dimensional player during game play.

14. A video game system as in claim 13 wherein said display is a television.

ADDITIONAL ELEMENTS TO BE CLAIMED

- Identifying coordinates on 2D image to be mapped to triangles that for a 3D face.
- Still image editor for user of a video game.
- Image editor that allows editing of image in 2D and 3D modes.
- 2D image editing while 3D mapped image is being displayed in real time to show effect of editing;
- Selection of various 3D heads on which to map a 2D image, and manipulation of those 3D heads to improve appearance of 2D face mapped on the head.
- 3D head manipulation of both front view shape and front-to-back distance of head.
- Portable storage of a personalized game player;
- Random placement of personalized game player faces onto computer controlled players, such as guards.
- Mapping of 2D image on 3D face.
- Using a digital camera mounted on a hand controller to take pictures for a game console.
- Using a digital camera mounted on one hand controller where a 2D image capture memory resides in the digital camera, and a memory for storing a 3D head mapped with the 2D image is attached to the same or another hand controller.

Personalize game player having a face of the user.

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